

SEGA

SEGA CLUB™

GENESIS

MATH
BLASTER

EPISODE
1

SEGA AND GENESIS ARE TRADEMARKS OF SEGA ENTERPRISES, LTD.
SEGA CLUB IS A TRADEMARK OF SEGA OF AMERICA, INC.
ALL RIGHTS RESERVED.

Math Blaster® ©1994 Davidson & Associates, Inc.
P.O. Box 2961
Torrance, CA 90509 U.S.A.

Printed in U.S.A.



Davidson.

INSTRUCTION
MANUAL

LICENSED BY SEGA ENTERPRISES, LTD. FOR
PLAY ON THE SEGA™ GENESIS™ SYSTEM.



EmulMovies

WARNING: READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TVs

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR SEGA CARTRIDGE

- The Sega Genesis cartridge is intended for use exclusively on the Sega Genesis System.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional break during extended play, to rest yourself and the Sega cartridge.

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ GENESIS™ SYSTEM.

MATH BLASTER

EPISODE ONE



CONTENTS

Note To Parents	2
The Mission	3
Getting Started & Setting Up	4
Button Controls	5
Choosing Options	6
Trash Zapper	7
Cave Runner	8
Math Blaster	9
Scoring	10
Scoreboard	11
Game Credits	12



NOTE TO PARENTS

Dear Parents,

Over two million children have enjoyed learning basic math skills with the Math Blaster series on computer, and now, with *Math Blaster: Episode One* on SEGA, even more kids will have the chance to play and to learn. Yours will be one of them! While playing this exciting, arcade-style game, your child will master addition, subtraction, multiplication and division. Twelve levels of math difficulty and two levels of game play insure endless hours of numeric fun.

We hope to count both you and your child among our many Math Blaster fans!

Yours sincerely,
Jan Davidson
President and Founder



THE MISSION



Oh, no! The evil Trash Alien has captured Spot, whisked him off to a faraway planet, and left the universe littered with trash! Blasternaut's preparing a daring three-part rescue mission to save his trusty sidekick, but he needs your help. Climb on board and prepare to zap the garbage out of the sky, freeze all alien enemies and rescue Spot!

GETTING STARTED

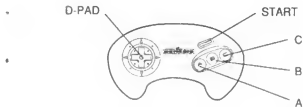
Turn off your game machine before putting your game cartridge in. Put the Math Blaster cartridge into the game machine and turn on the power. Watch the introduction or press **START** to continue to the **OPTIONS/START** screen.

SETTING UP

1. Set up your Sega Genesis System and plug in Control Pad 1.
2. With the power switch OFF, insert the Math Blaster cartridge into the cartridge slot and press it down firmly.
3. Turn on your TV or monitor, and then turn on the Sega Genesis System.
4. The License and Sega screens will appear, followed by the Title screen. In a few moments, a game demo will begin.
5. Press **START** to get to the introduction, or press **START** again to bypass the introduction and get to the **OPTIONS/START** menu.



BUTTON CONTROLS



3-BUTTON CONTROLLER

DEFAULT SETTINGS:

D-Pad	Aims sights in Trash Zapper
Left	Walk or fly left
Right	Walk or fly right
Down	Duck
Up	Hover control
Button A	Thrust
Button B	Fire
Button C	Shields
START	Pauses or resumes game

CHOOSING OPTIONS

Make your choices at the OPTIONS menu before you start play:

1. Press the D-Pad up or down to select an option.
2. Press Button A, B, or C to change the setting.
3. Select START at any time to begin play.

Game Difficulty – PRACTICE gives a beginner unlimited lives in Trash Zapper. NORMAL puts you in the game with three lives.

Math Difficulty – Select a level:

Subject	Easy	Medium	Hard
Addition.....	Level 1.....	Level 2.....	Level 3
Subtraction.....	Level 4.....	Level 5.....	Level 6
Multiplication...	Level 7.....	Level 8.....	Level 9
Division.....	Level 10.....	Level 11.....	Level 12

Music – Select ON so you can listen to the beat. Or you can turn the music OFF.

Sound Effects – ON or OFF.

Controls – You can reset the Buttons to your liking, using three settings.

Start – Select START to begin play with your options.

TRASH ZAPPER



Complete the math equation by blasting the piece of trash with the correct number out of the universe. If you blast the wrong piece of trash, you'll lose energy. If you allow one of the Trash Alien's cruise missiles to rock Blasternaut's ship, you'll lose energy. Remember to raise your shields for protection. Shoot satellites to recharge shield power. And for extra points, zap the Trash Alien's attack ships.

- Answer 10 equations to move on to the Bonus Round and to the next stage.

CAVE RUNNER



In order to chase the Trash Alien through the caves, Blasternaut must carry a code number that falls between the numbers on either side of the cave gaps. For example, if the numbers are 5 and 9, then Blasternaut's code must be more than 5 and less than 9 (6, 7, or 8 would work). Change the code by letting a water drop with a useful number and operation sign plop on Blasternaut's head. Fly away from lava bombs and force fields. Use the freeze-ray to stop alien cave creatures in their tracks.

- Snag cave gems for bonus points.
- The cave will scroll as you play. Fly Blasternaut to the top to move to the next phase of the mission.

MATH BLASTER



The evil Trash Alien is getting away with Spot! Blasternaut must blast his way through the garbage, then head into the porthole that has the correct answer to the equation. Look out for escaped alien cave creatures. And whatever you do, complete your mission before the sun is eclipsed.

- Answer 10 equations to move on to the next of three stages.

SCORING

Trash Zapper

Each correct answer = 200

Alien Ship = 150

Asteroids = 100 added to bonus score

Bonus score = Maximum number of correct answers in a row at current stage X 1000

Wrong answer = Lose 1 unit of energy

Hit by alien bomb = Lose 1 unit of energy

Cave Runner

Gems = 100, 200, 300, 400 (depending on color) added to Bonus

Water Drops = 10 for grabbing a water drop

Alien Cave Creature = 50 for shooting any

Alien Cave Creature (ACC)

Math Blaster

Shooting any trash = 10

Each correct answer = 200

Bonus score = Maximum number of correct answers in a row at current stage X 1000

Gems = 100, 200, 300 (depending on color) added to Bonus

Wrong answer = Lose 1 unit of energy

Hit by trash or Alien Creature = Lose 1 unit of energy

Eclipse = Lose all energy (lose a life)

SCOREBOARD

Blasternaut _____

Date _____ Score _____

Last Stage _____ Last Level _____

Blasternaut _____

Date _____ Score _____

Last Stage _____ Last Level _____

Blasternaut _____

Date _____ Score _____

Last Stage _____ Last Level _____

Blasternaut _____

Date _____ Score _____

Last Stage _____ Last Level _____

GAME CREDITS

Developed for Davidson & Associates, Inc.
by Western Technologies, Inc.
in association with Spidersoft, Ltd.

Western Technologies, Inc.

Project Management	Chris Longpre
	Steve Marsden
	George deGolian
Programming	Tony Reeves
Artwork and Graphics	Simon Britnell
Music and Sound FX	Mark Cooksey

Davidson & Associates, Inc.

Producer	Mike Albanese
Product Manager	Andre P. R. Zietsman
Graphics	Luke Anderson
	Stephen Beam
Music Composer	Tom Zehnder
Voices	Mark Sawyer
	Laura Boedeker
Manual	Andre P. R. Zietsman
	Jennie Nash
Documentation	Cathy Johnson
	Joe Skelley
Package Design	Kathy Carter
	Delina Roberts
	Hamagami/Carroll and Associates
Quality Assurance	Roger Hu
Special Thanks	Davidson's Quality Assurance Team
	Dori Friedman

LIMITED WARRANTY

Davidson & Associates, Inc. warrants to the original consumer purchaser that the Sega Genesis Cartridge shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Davidson will repair or replace the defective cartridge or component part, at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship. To receive warranty service, call the Davidson Customer Service Department at 1-310-793-0600.

DO NOT RETURN YOUR SEGA GENESIS CARTRIDGE TO YOUR RETAIL SELLER. Return the cartridge to Davidson Customer Service. Please call first for further information. If the Davidson technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective cartridge to us. The cost of returning the cartridge to Davidson's Service Center shall be paid by the purchaser.

REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Genesis Cartridge requires repairs after termination of the 90-day limited warranty period, you may contact the Davidson Customer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Davidson's Customer Service Center with an enclosed check or money order payable to Davidson & Associates, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your cartridge cannot be repaired, it will be returned to you and your payment will be refunded.

LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Davidson & Associates, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties. The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.

Davidson Customer Service: (310) 793-0600

Patents: U.S. #s 4,442,486/4,454,594/4,462,076/4,026,555; Europe #80244; Canada #s 1,183,276/1,082,351; Hong Kong #88-4302; Germany #2,609,826; Singapore #88-155; U.K. #1,535,999; France #1,607,029; Japan #s 1,632,396/82-205605 (Pending).